**FIG. 2B**

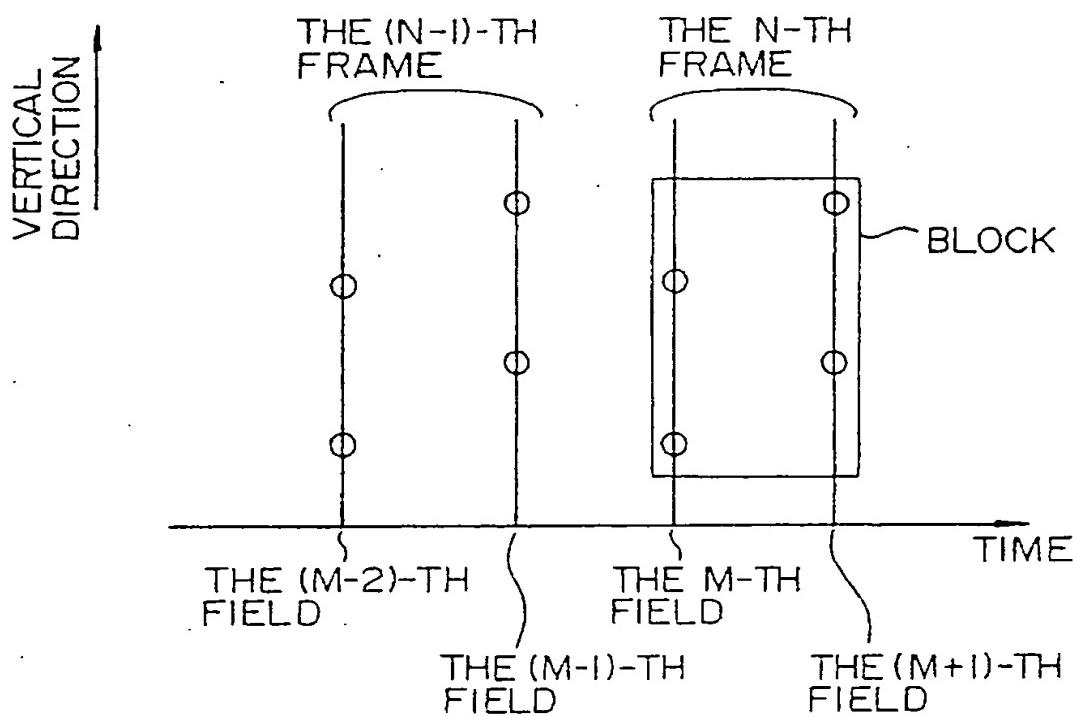
This diagram illustrates motion vector calculation for three frames (REFERENCE IMAGE and INPUT IMAGE) over three fields (THE (M-2)-TH FIELD, THE M-TH FIELD, and THE (M+1)-TH FIELD). The vertical axis represents the VERTICAL DIRECTION, and the horizontal axis represents TIME.

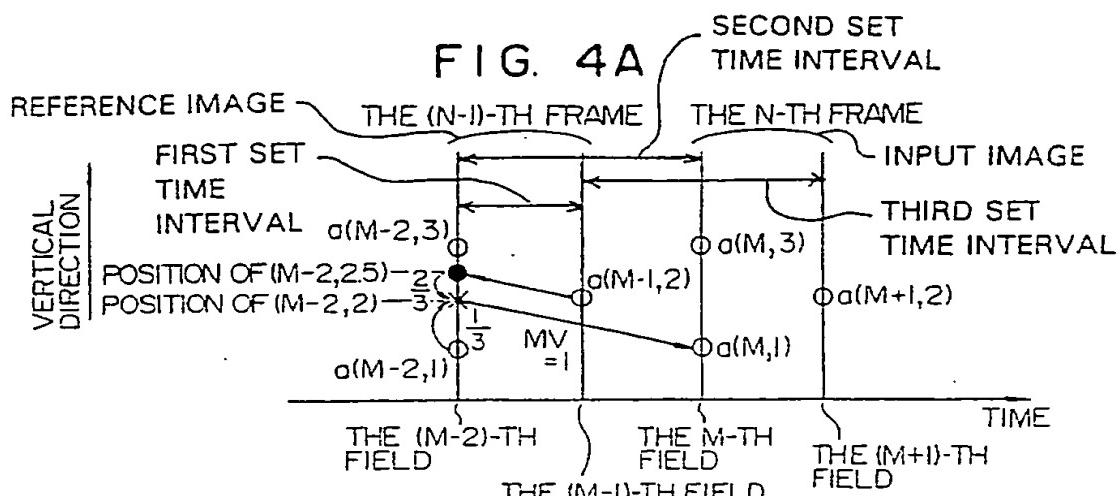
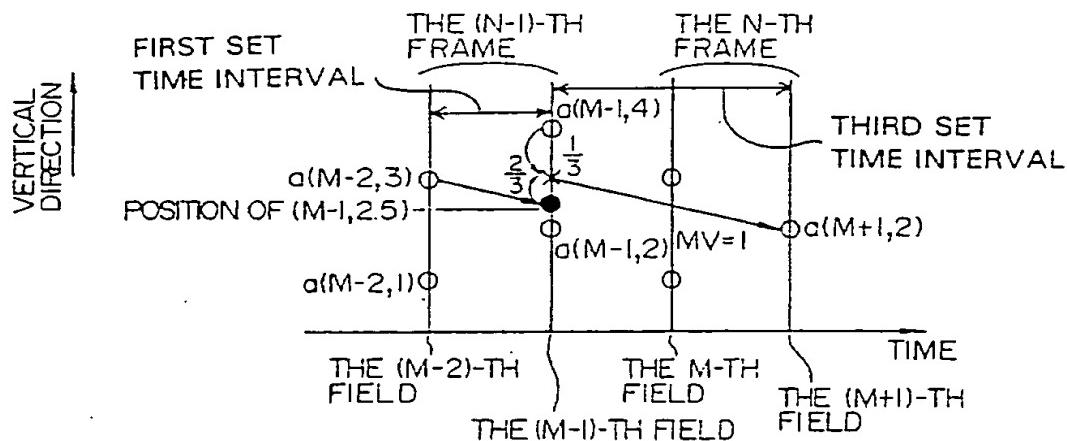
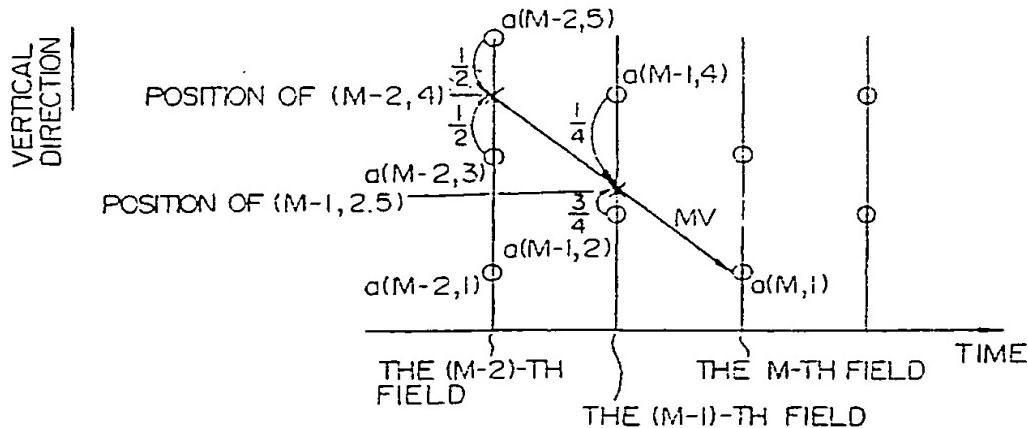
The first frame (REFERENCE IMAGE) contains blocks $a(M-2, 3)$, $a(M-2, 2)$, and $a(M-2, 1)$. The second frame (INPUT IMAGE) contains blocks $a(M, 4)$, $a(M, 2)$, and $a(M, 1)$. Motion vectors $MV(M) = 1$ and $MV(M+1) = 1$ are shown between corresponding blocks in adjacent frames.

Annotations include: POSITION OF (M-1, 2.5), PREDICTION OF THE SECOND FIELD, and BLOCK UNIT.

FIG. 3

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**FIG. 4B****FIG. 5**

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FIG. 6 PRIOR ART

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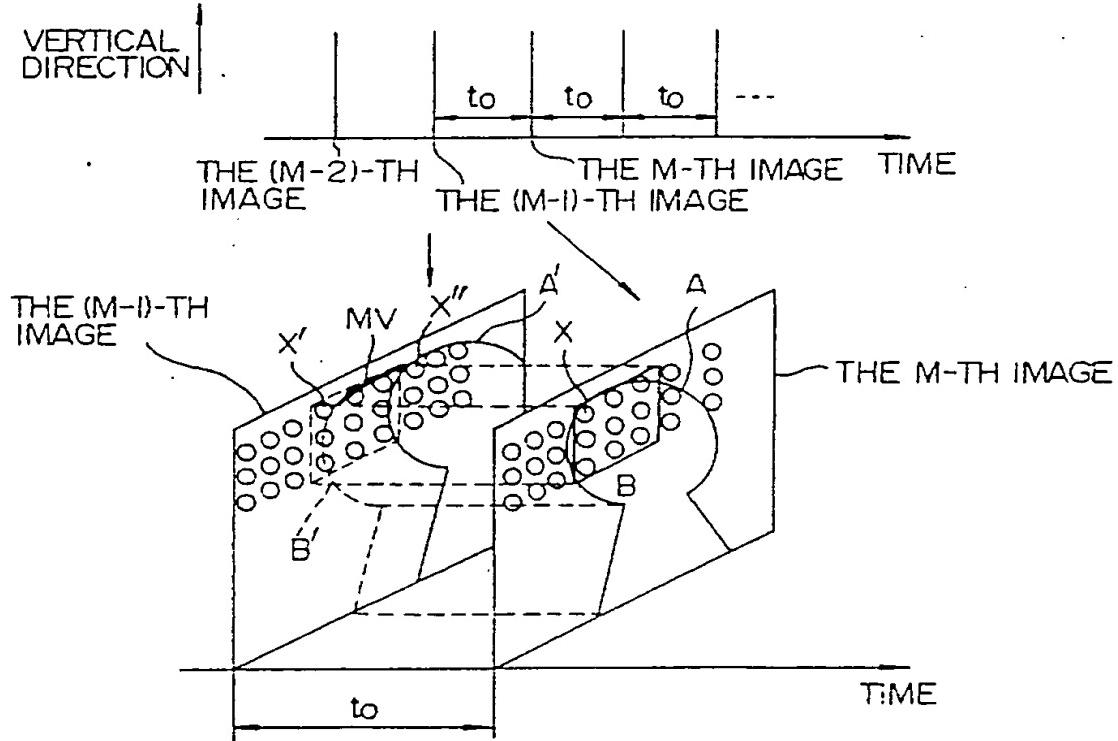


FIG. 7A PRIOR ART

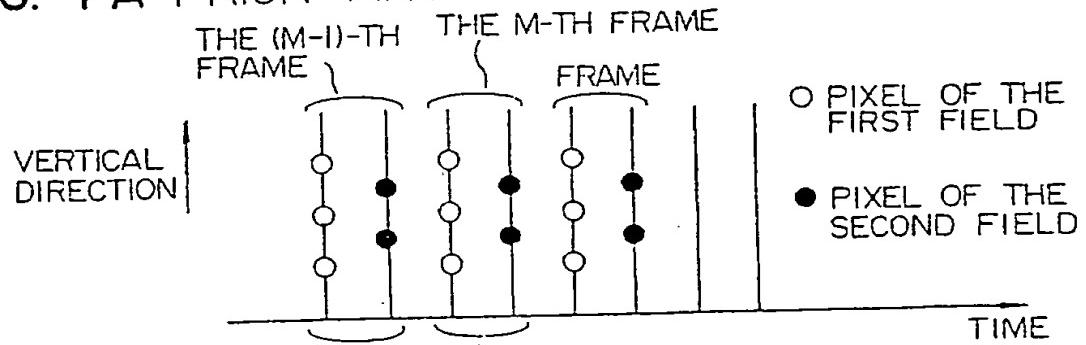


FIG. 7B

MOTION COMPENSATION WHEN AN
INTERLACE SIGNAL IS HANDLED AS
A FRAME (WHEN THE VERTICAL
COMPONENT OF THE MOVE VECTOR IS -1)

FIG. 7C

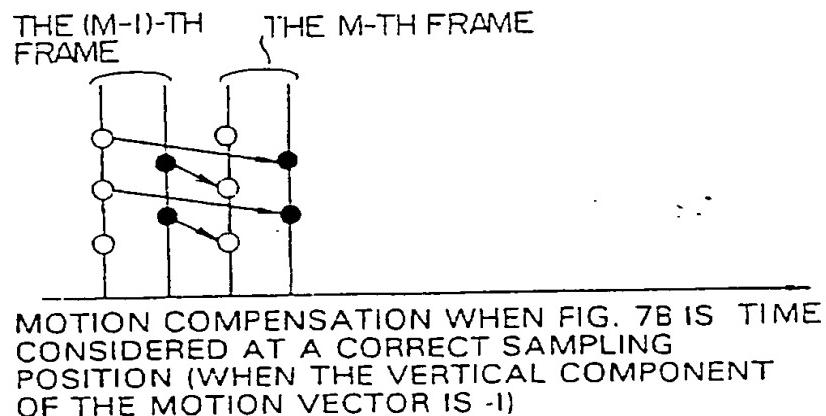


FIG. 8 PRIOR ART

